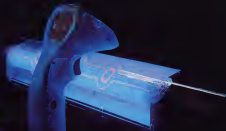


THE WORLD WE KNOW HAS SPAWNED ANOTHER WORLD.
A PARALLEL WORLD OF ENERGY AND LIGHT,
A WORLD WHERE VIDEO GAME BATTLES ARE REAL.

TRON

©MCMLXXXII Walt Disney Productions

ENTER THE WORLD OF TRON, THE VIDEO GAME FROM
BALLY/MIDWAY, BASED ON THE FUTURISTIC ADVENTURE
MOTION PICTURE FROM WALT DISNEY PRODUCTIONS.



Bally | MIDWAY

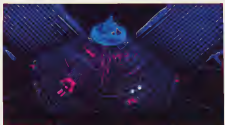
GAME START ENTRY RACK

When starting play, Tron, the player, begins in the center of a maze consisting of four colored areas. Each area represents a "domain" of Tron's Electronic World. By moving a bright green spot at the center of the maze, the player selects his domain and begins play. If he fails to select before the countdown timer expires, the machine will select for him. After completion or failure in each domain, he will appear in the center of the maze and be asked to select a domain again.



I.O. TOWER (INPUT-OUTPUT TOWER)

(Input-Output Tower) In this challenge, Tron is armed with his "light disc" and must destroy the deadly grid bugs that emerge from the grid surrounding the I.O. Tower. As the grid bugs grow outward from tiny squares to mature adults, they multiply and populate the entire screen if not stopped. If they touch Tron, they can "derezz" him, so his objective is to enter the I.O. Tower to gain another disc, increasing his firepower before the timer expires.



JOURNEY NOW INTO A STARTLING NEW DIMENSION,
WHERE ENERGY LIVES AND BREATHES. A WORLD INSIDE
THE COMPUTER WHERE
MAN HAS NEVER BEEN
BEFORE...

NEVER BEFORE NOW.

Walt Disney Productions has created this futuristic world inside the computer in their extraordinary feature film, TRON. Now it is possible to physically enter this new dimension by playing Bally/Midway's exciting new video game of the same name. The player becomes TRON, the mighty video warrior of the Electronic World, and must face all the challenges and dangers that await him in this world of electricity and light. The Electronic World is ruled by the tyrannical MCP and its strong armed warrior Sark, who pursues Tron and attempts to destroy him. Tron must face the challenge of racing deadly light cycles, battle Sark's tanks, attempt to enter the I.O. tower for energy discs and ultimately try to defeat the powerful MCP.

All this and more awaits the player who enters the world of TRON.



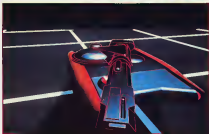
TANK MAZE

Tron drives a red tank through the maze, watching for Sark's blue enemy tanks. Tron's tank has the unique ability to fire bouncing energy pellets, can fire around corners, and has a rotating turret. The enemy tanks can fire only in the direction of travel, and must be hit three times to be destroyed. The number of enemy tanks increases as a player earns higher racks. Tron has one other advantage: the pink diamond "random relocater" in the center of the maze can relocate him to a random location in the maze when entered.



M.C.P. (MASTER CONTROL PROGRAM)

(Master Control Program) in this domain, Tron's objective is to blast a hole in the rotating colored column of the MCP as it descends toward him. If it touches him, he will be "derezzed." If Tron reaches the Cone of Light above the MCP, he has accomplished his objective.



LIGHT CYCLE GRID

Tron is the blue cycle and can control his speed by using the trigger control. His objective is to box in his opponents, forcing them to run out of territory. The cycles' light traces are deadly if they are crossed, and the walls are just as dangerous if they are hit head on. With each rack completed, the amount of enemy cycles increases for an even greater challenge.



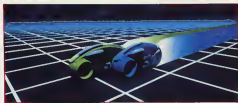
ADDITIONAL TRON FEATURES

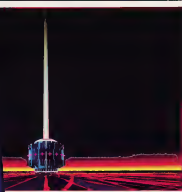
- **Limited Buy-In:** This feature enables the player to continue his game by inserting an additional coin before the timer runs out. (He has this option only until he completes the third phase of the game.)

- **Bonus TRON:** A Bonus Tron is awarded at 10,000 points.

- **Four Games per Phase:** The player must win each game in a phase before he is allowed to enter a new phase. Each phase is identified by computer language. As the player successfully completes a phase, he then moves to a higher, more difficult phase and a higher, more difficult form of computer language until he ultimately becomes a "user."

- **TRON** contains 22 levels of play and 9 difficulty settings.





DIAGNOSTIC PACKAGE:

Tron contains the easy to use diagnostic package controlled by a switch inside the cashbox door.

The Self-Test mode provides:

- **Self-Diagnostics:** With the Self-Test switch "on," the "TILT" switch is activated. The game will then go into the Self-Test mode. First a cross hatch pattern will appear, next a series of color bands will show on the monitor followed by full monitor screens of single colors. If ROM or RAM are malfunctioning, the screen will give a written message as to which parts are faulty.
- **Sounds:** In this test each of the game's separate sounds can be checked individually.
- **Player Input:** This test enables the operator to check each of the player-operated controls, including the coin switches.
- **Bookkeeping:** This test provides the operator with valuable information regarding game play, including detailed breakdowns of game times and scores.
- **Machine Setup:** This displays the way the game was set at the factory.
- **Channel Test:** During this test the game will check its sound system starting with Channel 1 through 6.

Complete detailed information is provided in the TRON technical manual.



CABINET SPECS.

UPRIGHT: 69 1/2" Height
36" Depth
24 1/2" Width

MINI: 23 1/2" Diameter
19 1/2" Width
60 1/2" Height

COCKTAIL: 22" Diameter
32" Width
29" Height

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